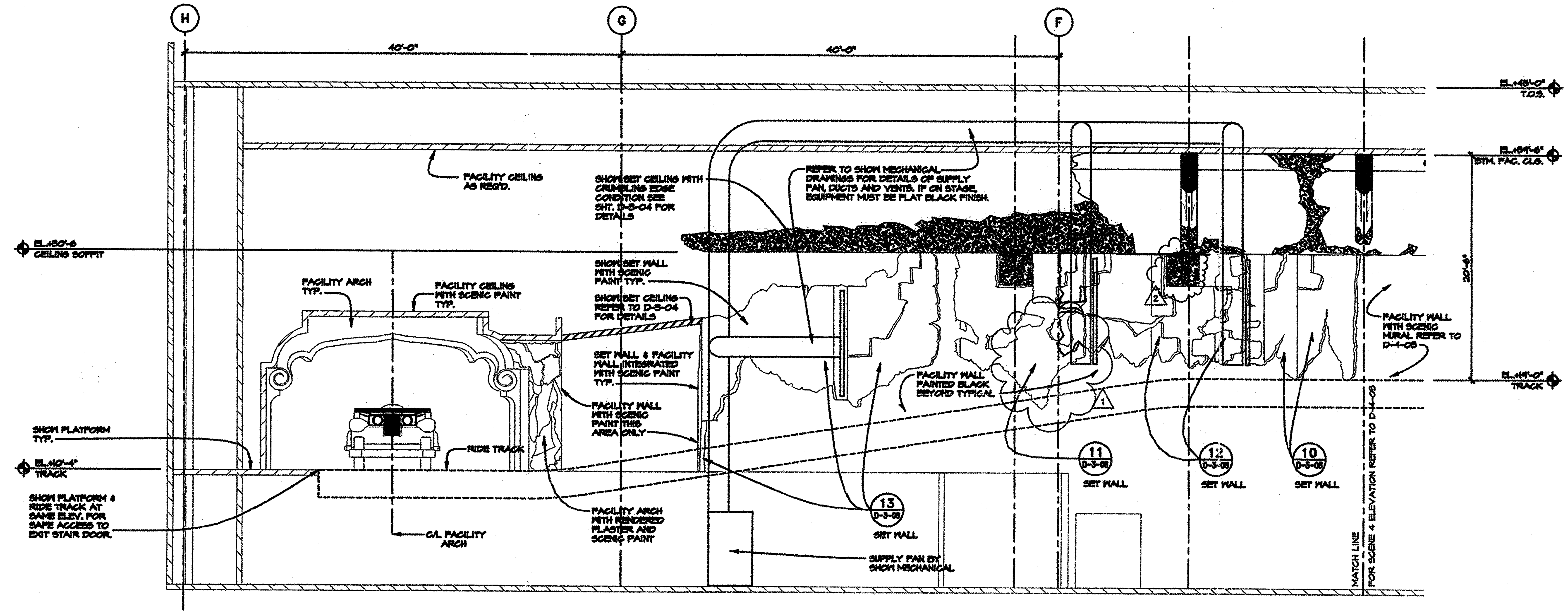
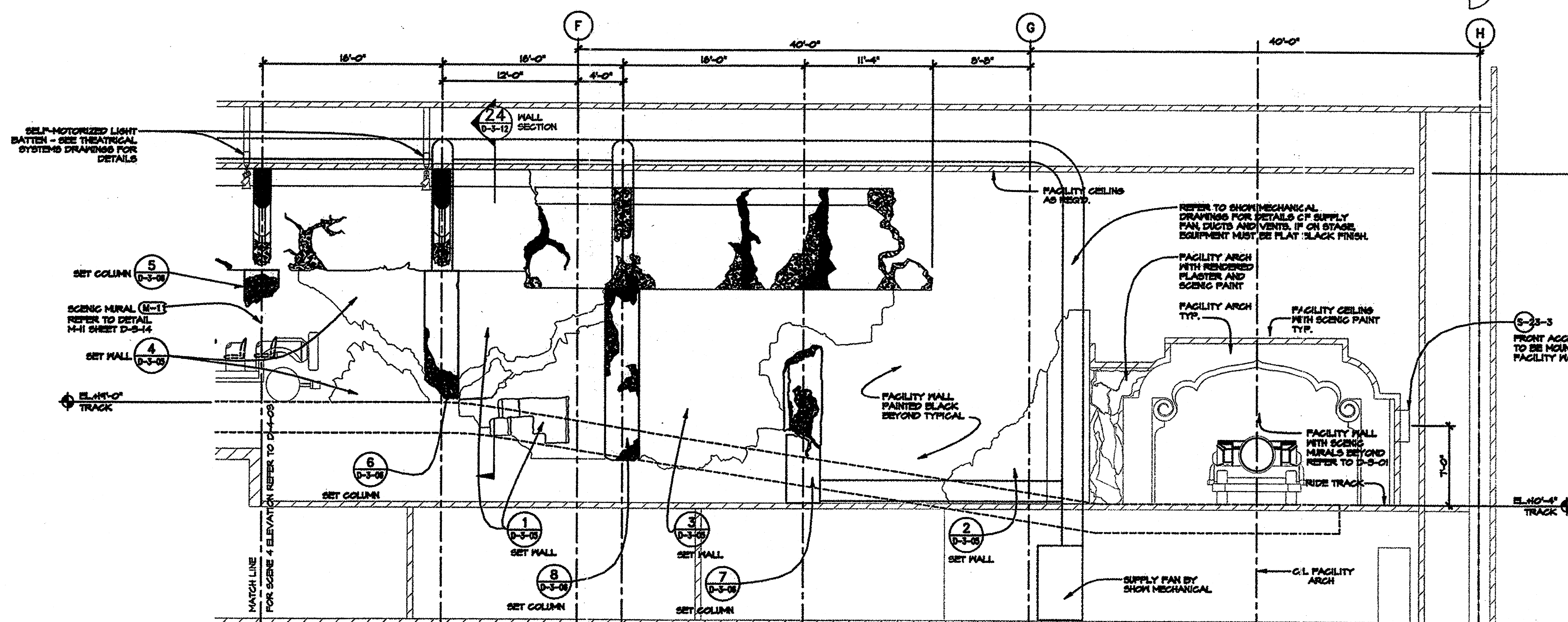


SECTION SCENE 3 TUNNEL OF TORMENT

SCALE: 1/4" = 1'-0"

B D-3-01 D-3-03



SECTION SCENE 3 TUNNEL OF TORMENT

SCALE: 1/4" = 1'-0"

A D-3-01 D-3-03

LEGEND:

[textured hatch]	TEXTURED HATCH INDICATES AREAS WHICH WILL BE PHYSICAL DIMENSIONAL DECAY (e.g. PYROCURE AND BACKING.)
[solid hatch]	SOLID HATCH INDICATES AREAS WHERE PHYSICAL SEPARATION OCCURS BETWEEN THE SET.
[blank]	ALL OTHER NON-HATCHED AREAS OF SET WORK WILL BE SCENICALLY PAINTED AS PER MODEL.

FOR ALL AREAS REFER TO MODEL AND ART DIRECTOR FOR FINAL CHARACTER AND INTENT.

GENERAL NOTES:

- SHOW SET DRAWINGS SERVE AS A COORDINATION TOOL DESCRIBING THE FORM AND DESIGN OF THE SHOW. FINAL FINISH AND CHARACTER IS DETERMINED BY THE ART DIRECTOR.
- REFER TO MODEL AND ILLUSTRATIONS FOR GENERAL ART DIRECTION AND INTENT (CHARACTER AND THEMING).
- REFER TO FACILITY DRAWINGS FOR CURRENT STRUCTURAL AND ARCHITECTURAL INFORMATION.

REV. NO.	APPR. BY	DATE	DESCRIPTION OF REVISIONS
2		12/10/93	SPEAKER POSITION
1		11/29/93	SHOW BEAM LOCATION

ISSUE NO.	APPR. BY	DATE	ISSUED FOR
2		12/10/93	FACILITY COMPLETION PACKAGE
1		9/24/93	95% RELEASE FOR PRODUCTION

NOTICES:

CONTRACTOR SHALL VERIFY ALL CONDITIONS ON JOB SITE & NOTIFY THE THE PROJECT ENGINEER OF ANY VARIATIONS FROM DIMENSIONS SHOWN ON THESE DRAWINGS BEFORE PROCEEDING WITH ANY CONSTRUCTION.

KEY PERSONS AND APPROVALS
PROJECT MANAGER: DAVID TODD
DRAWN: ZUBER/ PECHSTEDT
FACILITY DESIGN MANAGER: VAL USLE
CHECKED:
PROJECT SHOW PRODUCER: SUSAN BONDS
APPROVED:
PROJECT SHOW SET DESIGNER: DAVID EDMINSTER
DATE: 11/3/93
C.F.NO. D-3-03
Walt Disney Imagineering
1401 Flower Street Glendale, CA 91221-5020
(818) 544-6500

PROJECT DESIGNED FOR: Disneyland® ANAHEIM, CALIFORNIA

PROJECT AREA: ADVENTURELAND

UNIT NAME: INDIANA JONES EXPEDITIONS

W.B.S. NO.:

SHEET TITLE: SCENE 3: SECTIONS TUNNEL OF TORMENT

PHASE: CO

PROJECT CODE NUMBER:

DRAWING NO.: D-3-03 REVISION NO.: 1

NAME: P:\SHARED\INDY\AF\DD\WF\SC3\D-3-03.DWG DATE: DEC 14, 1993 TIME: 3:52 PM